

Sonic

the comic

starring



SONIC
THE HEDGEHOG™

**TAILS
BEAMS
BACK!**

**ZONERUNNER
CHILLS OUT!**

**NEW
STORY**

**NEPTUNE &
SATURN
REVEALED!
SHINOBI!
CAPTAIN
PLUNDER!**



Welcome Screen

STC goes for gold in just two issues as our Easter issue coincides with STC's big five-o! To help celebrate in suitable style, back by popular demand, are those terrific tattoos. Only these tattoos will be gold (and silver). STC ... almost 50 and still looking good!

मेधाग्रोह

VIRGIN COMPO WINNERS!

B. Aghehen, Veken, Switzerland.	R. Pitt, Croydon, Surrey.
I. Billing, Minster, Kent.	K. Rahman, Swinton,
R. Bloomfield, Hunstanton,	Manchester.
Norfolk.	M. Ratcliffe, Somerton,
L. Castle, Emsworth, Hants.	Somerset.
C. Clutson, Paignton, Devon.	J. Silver, Kincardinshire,
J. Crossland, Gosport, Hants.	Scotland.
G. Gyory, Edgware, Middx.	M. Shackleton, Sutton Park,
D. Hughes, Maidstone, Kent.	Hull.
S. Hulance, Taddington, Beds.	S. Stephenson, Whitehaven,
N. Ioannou, Truro, Cornwall.	Cumbria.
R. Linton, Newport, Gwent.	J. Tailby, Salisbury, Wilts.
J. Masucci, Folkestone, Kent.	B. Tucker, Reading, Berks.
M. McQuillan, Fort William,	A. Wales, Grantham, Lincs.
Scotland.	M. Webber, Bridgwater,
R. Parsons, Chorley, Bolton.	Somerset.











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The Sega Charts



CHARTS
COMPILED
BY
GALLUP

MEGA DRIVE

- 1  FIFA SOCCER '95
- 2  MICRO MACHINES 2
- 3  THE LION KING
- 4  PGA TOUR GOLF 3
- 5  CANNON FODDER
- 6  JIMMY WHITE'S WHIRLWIND SNOOKER
- 7  TERMINATOR 2
- 8  ETERNAL CHAMPIONS
- 9  B.O.B.
- 10  MUTANT LEAGUE FOOTBALL











MEGA-CD

- 1  FIFA INTERNATIONAL SOCCER
- 2  WWF RAGE IN THE CAGE
- 3  MORTAL KOMBAT
- 4  MICKEY MANIA
- 5  NOVA STORM
- 6  ECCO THE DOLPHIN
- 7  REBEL ASSAULT
- 8  THUNDERHAWK
- 9  SHERLOCK HOLMES
- 10  FINAL FIGHT

MASTER SYSTEM

- 1 — ROBOCOP V TERMINATOR
- 2 — SONIC CHAOS
- 3 — SONIC THE HEDGEHOG 2
- 4  DESERT SPEED TRAP
- 5 — DONALD DUCK
- 6  JUNGLE BOOK
- 7 — DESERT STRIKE
- 8 — THE LION KING
- 9  SONIC THE HEDGEHOG
- 10  COOL SPOT

GAME GEAR

- 1  SONIC THE HEDGEHOG 2
- 2  SUPER OFF ROAD
- 3  THE LION KING
- 4  SONIC CHAOS
- 5  TAZ-MANIA
- 6  WORLD CLASS LEADERBOARD
- 7  COOL SPOT
- 8  MORTAL KOMBAT 2
- 9  JUNGLE BOOK
- 10  SONIC THE HEDGEHOG

ON THE FLOATING ISLAND THE REPAIRS TO DOCTOR ROBOTNIK'S DEADLY DEATH EGG SATELLITE ARE ALMOST COMPLETE.

SONIC AND KNUCKLES WERE ON THEIR WAY TO PUT A STOP TO THE MAD-MAN'S EVIL SCHEME WHEN THEIR PROGRESS WAS INTERRUPTED...

I'VE DONE IT! I'VE FOUND THE LOST PYRAMID OF SANDOPOLIS!

KRRMMBLZ

LOOKS LIKE THERE'S SOMEBODY HOME... DID YOUR MAP MENTION ANYTHING ABOUT THAT, CAPTAIN PLUNDER?

OH THERE WAS SOME NONSENSE ABOUT A GIANT STONE GUARDIAN... I PAID IT NO HEED!

SONIC

THE HEDGEHOG

Mystery of the Sandopolis Zone

PART 2

Script
Miguel Kitching

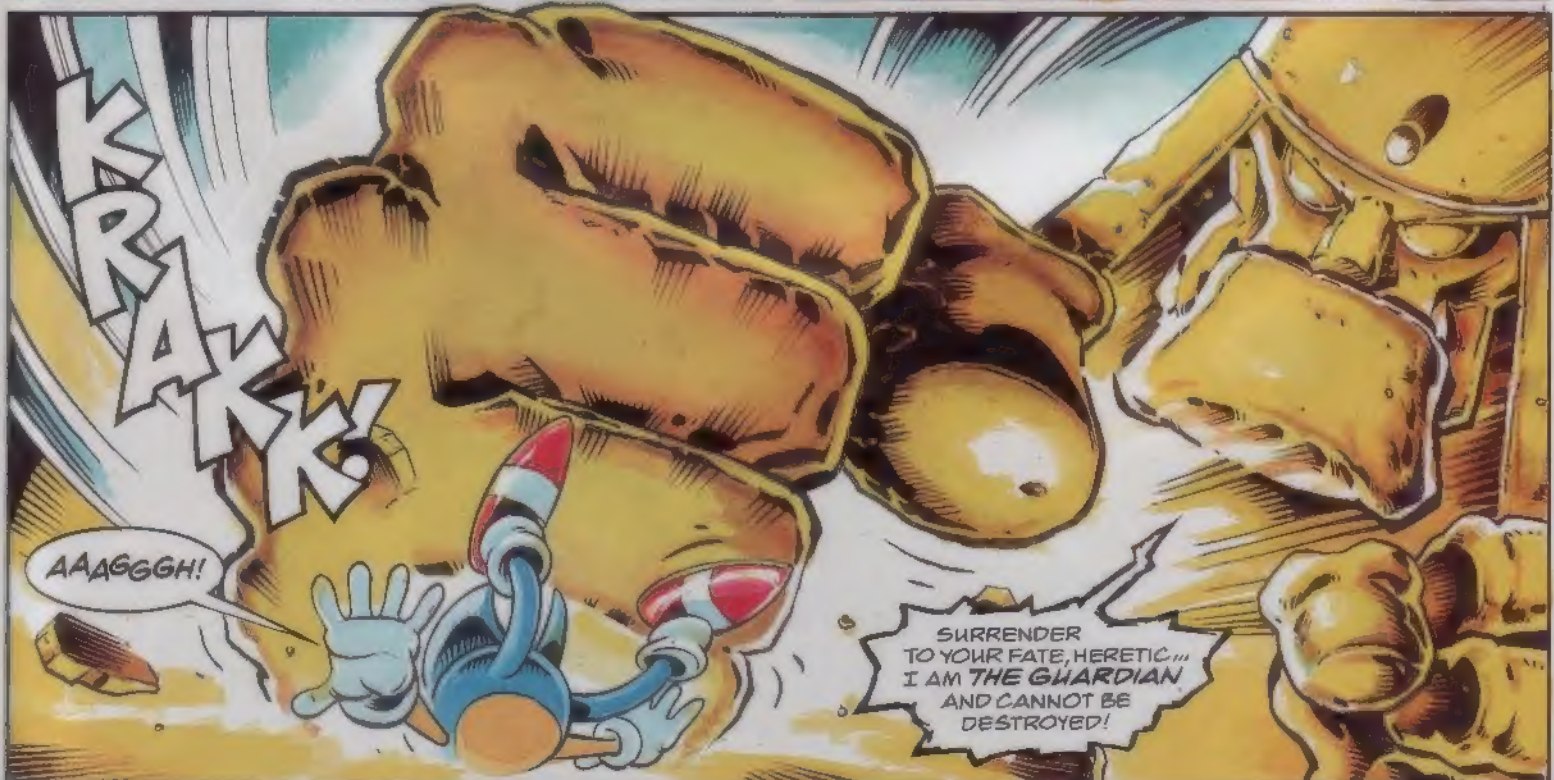
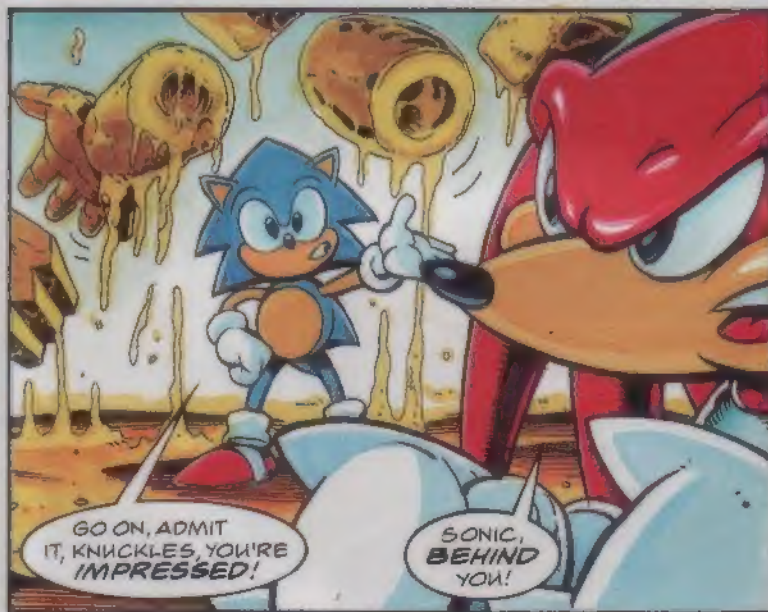
Art
Richard Elson

Lettering
Elmo de' Ville

ARE ALL PIRATES AS STUPID AS YOU?

HERETICS... YOU HAVE NO RIGHT TO SUMMON THE SACRED PYRAMID. ALL WHO BREAK THIS ANCIENT LAW ARE CURSED...

...AND MUST DIE!



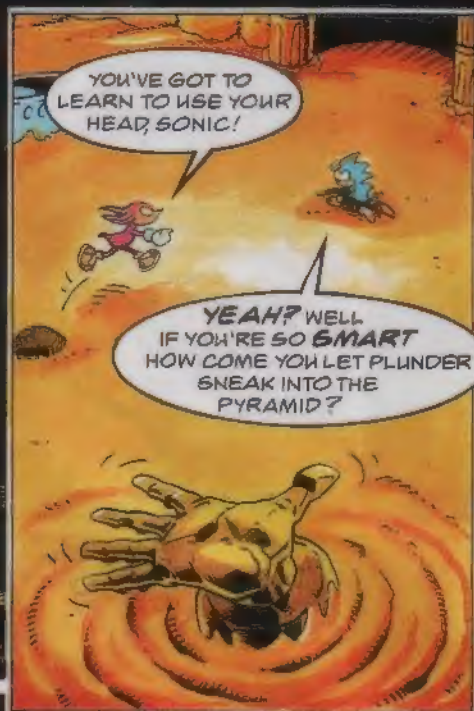


OVER HERE, GUARDIAN! I'VE READ THE SACRED TEXTS... I KNOW ALL ABOUT YOU AND YOUR PYRAMID! YOU WON'T FIND **ME** SO EASY TO BEAT!



MAINLY BECAUSE I'M NOT **STUPID** ENOUGH TO TRY AND FIGHT YOU!

AND WHY SHOULD I BOTHER WITH ALL THIS HANDY **QUICKSAND** AROUND THE PLACE?



YOU'VE GOT TO LEARN TO USE YOUR HEAD, SONIC!

YEAH? WELL, IF YOU'RE SO **SMART** HOW COME YOU LET PLUNDER SNEAK INTO THE PYRAMID?



HEY KNUCKLES, I THOUGHT YOU WERE THE **MASTER** OF THE FLOATING ISLAND. HOW COME THE STONE GIANT ATTACKED YOU?



HE'S FROM AN ANCIENT TIME, SONIC... HE WON'T EVEN REALISE THE RACE OF PEOPLE WHO ONCE LIVED ON THE FLOATING ISLAND HAVE LONG GONE...

LISTEN... I THOUGHT I HEARD A NOISE UP AHEAD!



AND UP AHEAD WE FIND...

HERE IT IS, MATES, JUST WHERE THE MAP SAID!

BUT AFTER ALL THESE CENTURIES WILL IT STILL WORK, CAP'N?

IT WORKED!
JUST LOOK AT THAT,
THE LOST TOMB OF
SANDOPOLIS!

NEVER YOU
MIND THAT, FILCH...
JUST EE LOOK AT THE
TREASURE!

GET TO
WORK, FILCH, YOU
SLACKER!

I CAN'T,
CAP'N... I'M
A GHOST.
REMEMBER? I
CAN'T TOUCH
ANYTHING!

PLUNDER,
THESE TREASURES
BELONG TO THE
FLOATING ISLAND...
THEY'RE PART OF ITS
HERITAGE!

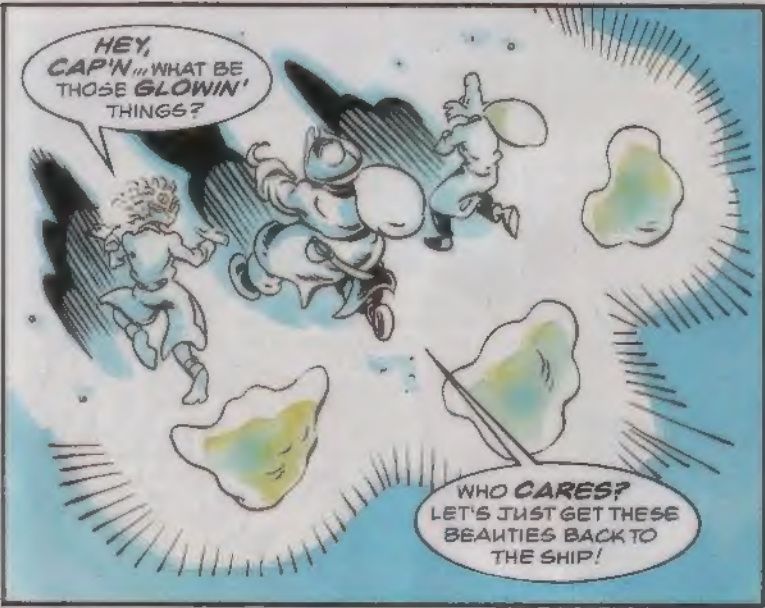
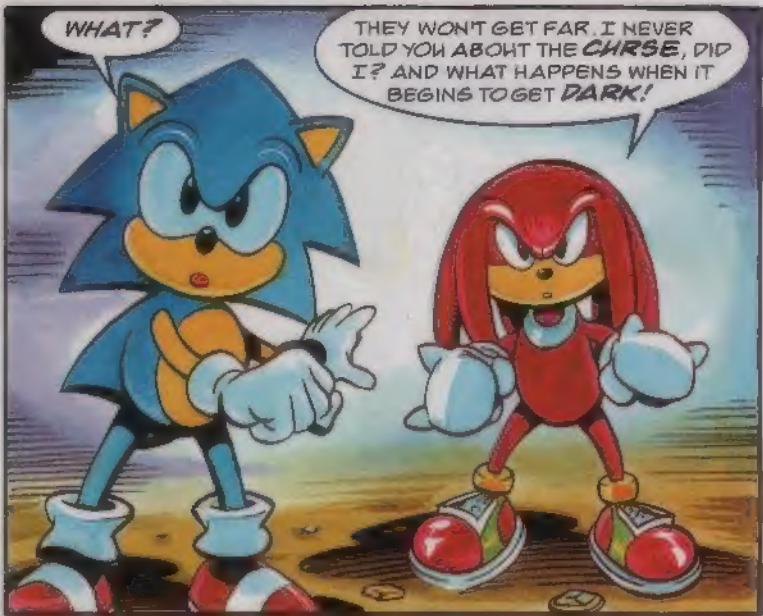
I'M NOT
GOING TO LET
YOU STEAL
THEM!

LOOK,
LITTLE MATEY,
I'M A PIRATE.
SEE? I'M SUPPOSED
TO STEAL
STUFF!

BELIEVE ME,
PLUNDER, YOU DON'T
WANT TO GET KNUCKLES
MAD...

HEY... WHAT'S
HAPPENING TO THE
LIGHTS?

THE LIGHTING
SYSTEM IS THOUSANDS
OF YEARS OLD SONIC, I
GUESS IT'S JUST NOT AS
RELIABLE AS IT
USED TO BE.





FILCH, YOU
COWARD, YOU'RE
A GHOST, MAKE
FRIENDS WITH
THESE LADS ...

UH CAP'N ...
I THINK THESE ARE
THE **WRONG SORT**
OF GHOSTS!

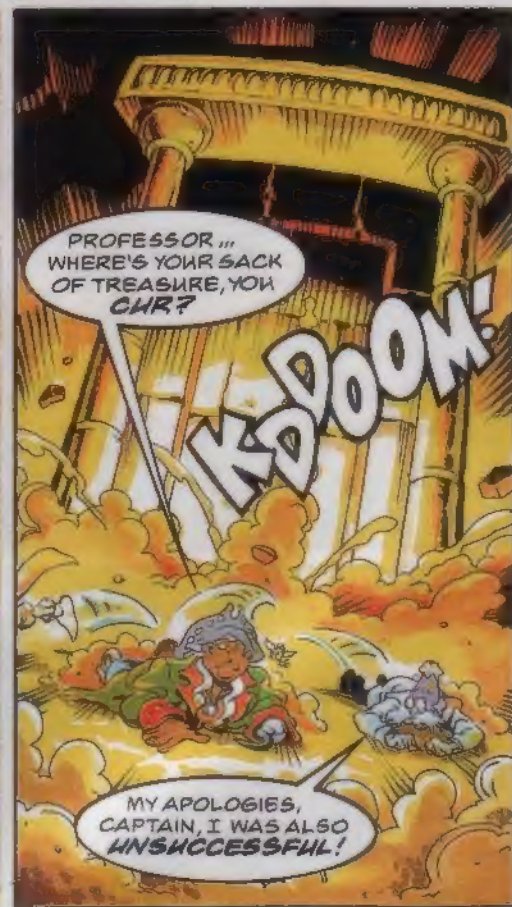


IN THAT
CASE, **RUN**
FOR IT! WE'RE
NEARLY
OUT!



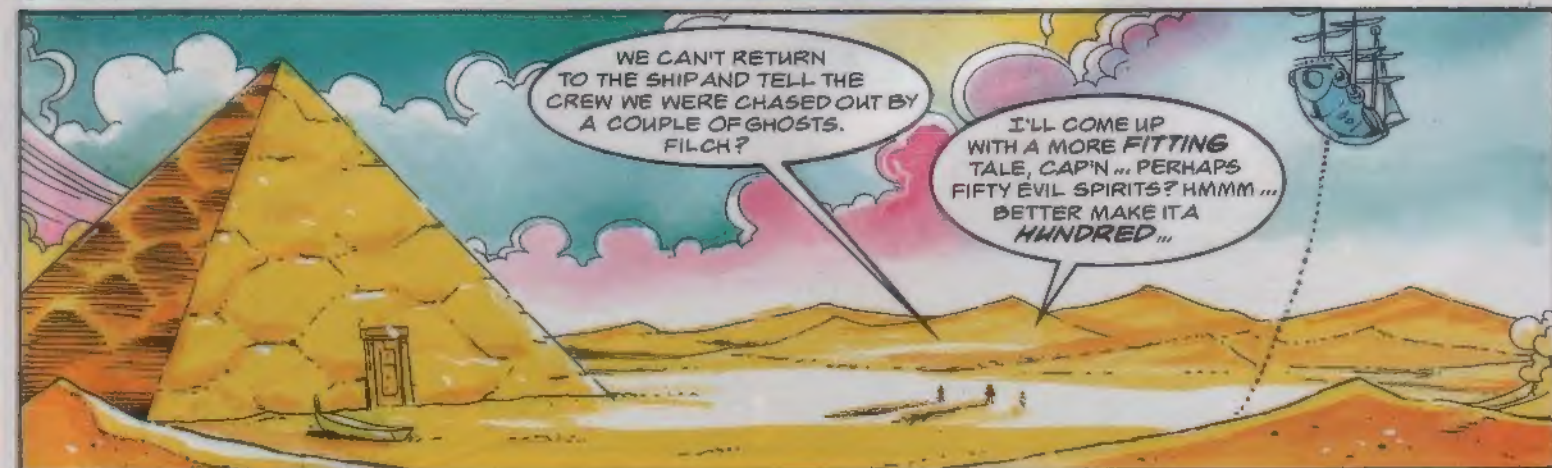
HGGGH!

QUICKLY CAP'N,
THE DOOR'S STARTIN'
TO CLOSE!



PROFESSOR ...
WHERE'S YOUR SACK
OF TREASURE, YOU
CHR?

MY APOLOGIES,
CAPTAIN, I WAS ALSO
UNSUCCESSFUL!



WE CAN'T RETURN
TO THE SHIP AND TELL THE
CREW WE WERE CHASED OUT BY
A COUPLE OF GHOSTS.
FILCH?

I'LL COME UP
WITH A MORE **FITTING**
TALE, CAP'N ... PERHAPS
FIFTY EVIL SPIRITS? HMMM ...
BETTER MAKE IT A
HUNDRED ...

MEANWHILE BACK INSIDE THE PYRAMID ...

SO WHAT IS THAT THING?

IT'S A SEAL, SONIC ... IF IT'S SMASHED THE SAND WILL POUR IN FROM OUTSIDE.

WHICH IS JUST WHAT I WANT!

KRAK KRAK KRAK

SO LET ME SEE IF I'VE GOT THIS STRAIGHT ... THIS SAND WILL MAKE THE PYRAMID SINK BACK UNDER THE DESERT, BUT PERMANENTLY, RIGHT?

THAT'S IT ... KEEPING THE TREASURES SAFE FROM PEOPLE LIKE CAPTAIN PLUNDER!

BUT SINCE WE'RE TRAPPED IN HERE WON'T WE ...

THE ANCIENT TEXTS TELL OF A SECRET EXIT ... OF COURSE YOU CAN'T ALWAYS RELY ON THOSE ANCIENT TEXTS ...

I WAS RIGHT! COME ON, SONIC ... BEFORE THE SAND COVERS IT OVER!

HH? OH RIGHT. HEY, WHAT DO YOU THINK HAPPENED TO CAPTAIN PLUNDER?

... AND THEN TWO HUNDRED EVIL SPIRITS EACH WITH SEVEN HEADS AND BLAZING EYES ATTACKED US FROM ALL SIDES ...

NEXT ISSUE: 10 ... 9 ... 8 ... 7 ...

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:
David Gibbon

THE PIRATES OF DARK WATER



Mega Drive

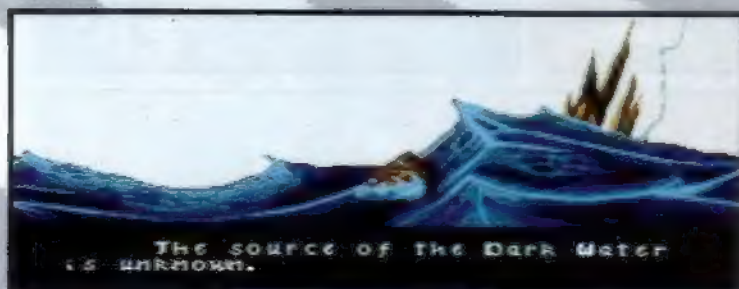
game type: ADVENTURE
1 PLAYER



Shiver me timbers! If it isn't Hanna-Barbera, the folk responsible for creating - amongst others - Tom

& Jerry and The Flintstones. Their latest production, The Pirates of Dark Water, may well become another blockbuster thanks to its Saturday morning run in the U.K.

The game itself is set within the dark watery world of Mer, where evil patches of water are in operation. Only the Treasures of Rule are able to combat this force. A character called Ren, and crew members Ioz and Tula, sail the high seas to face a pirate called Lord Bloth and



The source of the Dark Water is unknown.



Only one thing is certain, it is slowly taking over the whole world!

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

his henchmen on a quest for the lost treasure. Only then can Mer be returned to its former glory and the Dark Water controlled.

At the beginning of The Pirates Of Dark Water you select one of the three characters who each possess a weapon (a Dagger, an Ecomancer Energy and a Dragon-Bow). You choose



which of the islands you wish to sail to from a map of Mer. You're then ready to sail once a creature called Niddler offers a description of each location!

The graphics are nothing special, but they do work well and all the animated characters appear fairly large on-screen. Your character has several destroy tactics to combat the enemies, who range from bats to sword-fighting skeletons. Life-refilling 'pick-ups,' such as food and hearts can be found lying around each level.

You'll discover that when you walk into certain characters, a communication screen will appear, enabling you to talk to them. Some characters will trade information for gold, or offer hints on getting through the level, and others will open up doors.

The Pirates of Dark Water is a well-packaged game, not too difficult for its targeted younger players, who I'm sure will discover that it's worth its weight in gold.

FAST FAX

PUBLISHER	PRICE
SUNSOFT	£44.99
GRAPHICS	
.....79	
SOUND	
.....76	
PLAYABILITY	
.....86	
RAVES Enjoyable and challenging for young players.	GRAVES Unoriginal.
OVERALL	
83%	

ROCK & ROLL RACING



game type: RACING
1-2 PLAYERS

Mega Drive

I urge you not to judge this as just another racing game as **Rock & Roll Racing** is really excellent! Originally released on the SNES, this new Mega Drive version features more tracks to get you moving in all the right places!

Rock & Roll Racing is a fast and furious racing/shoot 'em-up that takes place across six planets far into the galaxy. Each one contains strategically laid out tracks and ramps, plus handy pick-ups such as money and armour to prevent your destruction!

You're given the sum of \$20,000 dollars to play with, but you're required to purchase a car from the two on offer before you're ready to 'rock 'n' roll!'. The weapons are a most important aspect to the game, or rather the way you can blow the opposition into oblivion! Some would frown upon blowing-up a friend in order to take the lead, but it's considered fair and legit in this mad-cap racer.

You get to hear some top soundtracks and digitised speech as you speed round the tracks. A US racing



announcer called Larry 'Supermouth' Huffman adds some brilliant commentary and blow-by-blow calls. Having a total of 37 challenging tracks, players get the chance to improve their car's equipment after each track; from buying an enhanced engine or a nitro, to buying extra weaponry.

Two divisions must be raced on each planet before proceeding to the next one. A certain number of points must be scored in each division. As the planets becomes harder, you'll need a better car if you're going to have any chance of beating the opposition. Thankfully, you do get this opportunity, but only if you've won enough cash!

Rock & Roll Racing causes an awesome amount of fun, especially when playing against a friend. It's certainly one of my favourite racing games to date.



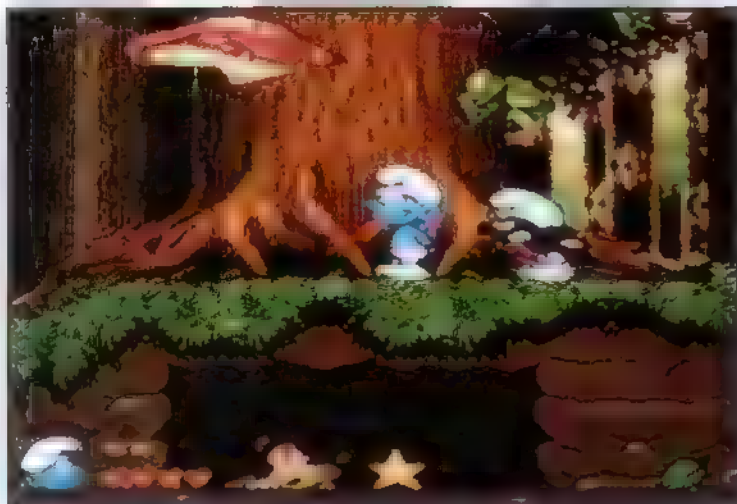
THE SMURFS



Mega Drive

game type: PLATFORM

1 PLAYER



Once upon a time in the mid 1980's, a tribe of beloved blue people were 'born' and introduced to the world as **The Smurfs**. Each Smurf behaved true to its name, i.e., Brainy was intelligent and Greedy was gluttonous. Life as a Smurf had its problems, mainly due to a big ugly sorcerer called Gargamel and his cat who craved Smurf dinners! Fortunately, however, the Smurfs managed to out-smurf them.

In this new release from Infogrames, the story is that

Gargamel has 'Smurfnapped' Jokey, Brainy, Greedy and Smurfette (the only female in Smurf land - horror!). As controller, you play the part of Hefty Smurf, whose aim is to search the entire country to rescue your friends and finally defeat Gargamel. Not an easy task, believe me.

Once you begin, the quality of the graphics will immediately hit you as they're bright and colourful and very well animated. Particularly striking are the four huge end-of-level bosses who take up most of the screen!

Played over 22 acts, **The Smurfs** is an above average platform game with plenty of variation to hold your interest. As you progress and free each of the four Smurfs, you get the chance to select which Smurf you want to be. Each Smurf is used to solve a particular problem - for example, 'Jokey' should be selected to clear a certain section of a level, as he can throw exploding presents!

Surprises don't end there! **The Smurfs** also features many extra sections, including isometric and 3D stages. The latter looks very impressive with its coming-at-you graphics. Although these kind of levels are becoming more common place in new games, steering a raft down a river or sledging down a mountainside still doesn't fail to impress.

The level of difficulty in **The Smurfs** is quite high, causing frustration if you fail to get past a certain section. Certainly there are areas where improvements would certainly have made a big difference. However, **The Smurfs** is certainly an exceptional platformer and overall is Smurftastic!



FAST FAX

PUBLISHER	PRICE
INFOGRAMES	£39.99
GRAPHICS	
.....90	
SOUND	
.....82	
PLAYABILITY	
.....86	
RAVES	GRAVES
A top platformer.	A toughie. Takes an hour's practice complete.
OVERALL	
87%	

Shinobi

POWER OF THE SHINOBI PART 5

JOE MUSASHI THE SHINOBI HAS BEEN CAPTURED BY THE DEADLY ASSASSIN AIR, ONE OF THE FOUR ELEMENTS, WHO ARE NOW SERVING THE INFAMOUS JAPANESE MAFIA THE YAKUZA.

HERE IS THE SPY OYABUN* MITSUGU

WHAT IS THIS?
WHO IS THIS
OLD MAN?

*YAKUZA TERM FOR BOSS MEGADRO 6

THIS IS JOE MUSASHI, LINT,
RECENTLY A THORN IN THE
SIDE OF THE NED ZED.
NOW HE IS YOUR PRISONER.

IF YOU CAN HOLD
ON TO HIM

WHAT? YOU DARE TO INSULT ME
AFTER I'VE MADE YOU A GUEST
IN MY HOUSE?

I MEANT NO DISRESPECT
MERELY WANTED TO

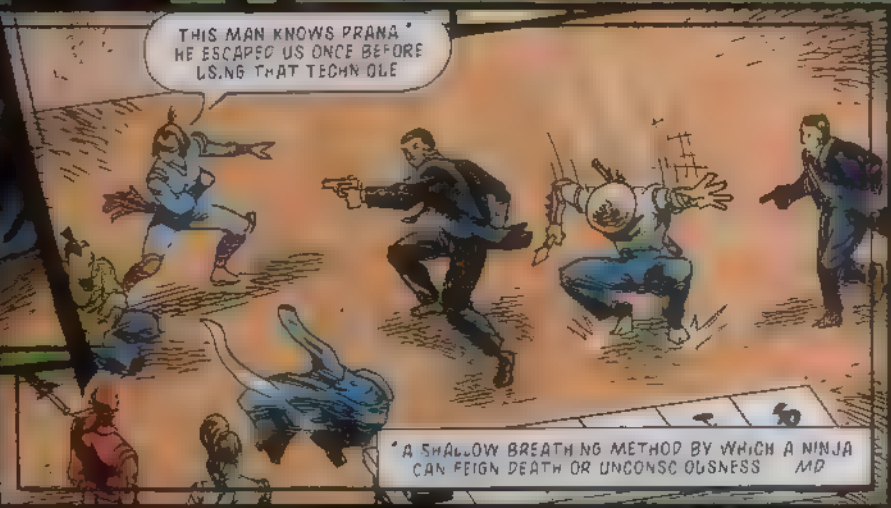
LOOK OUT!



EEIAA!

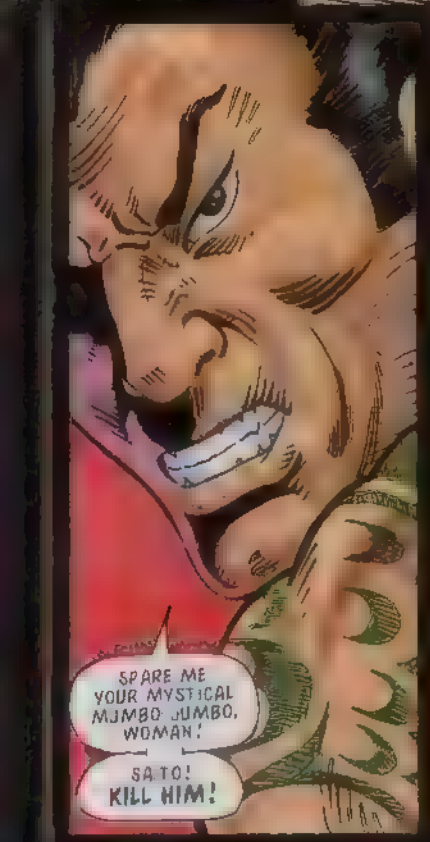


HE'S ARMED.



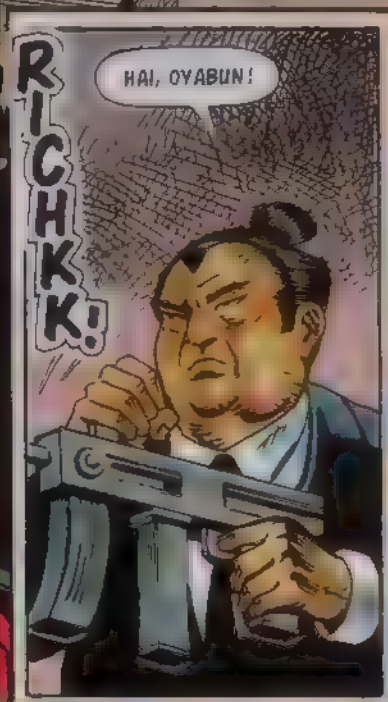
THIS MAN KNOWS PRANA *
HE ESCAPED US ONCE BEFORE
USING THAT TECHNIQUE

* A SHALLOW BREATHING METHOD BY WHICH A NINJA
CAN FEIGN DEATH OR UNCONSCIOUSNESS



SPARE ME
YOUR MYSTICAL
MJMBO JUMBO,
WOMAN!

SATO!
KILL HIM!



HAI, OYABUN!

RICK
K!
K!
K!

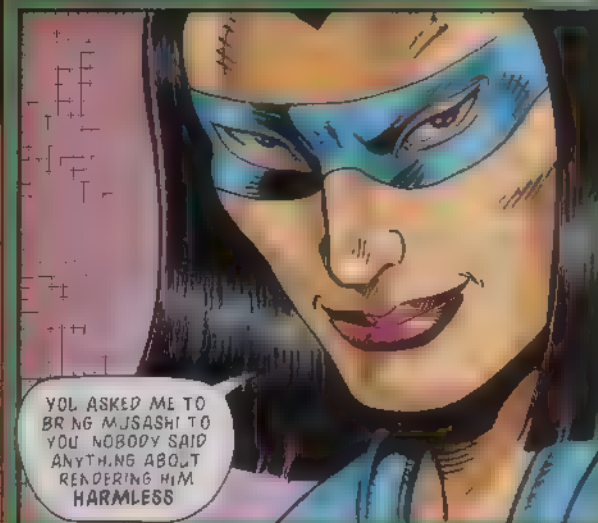


STOP
AARGHH!



AS I SAID THE REAL PROBLEM
IS KEEPING MUSASHI!

YOU DID THAT DELIBERATELY. YOU
BROUGHT HIM INTO MY HOUSE KNOWING
THAT HE WASN'T PROPERLY SUBDUED



YOU ASKED ME TO
BRING MUSASHI TO
YOU. NOBODY SAID
ANYTHING ABOUT
RENDERING HIM
HARMLESS



NEVERTHELESS NOW
THIS MUSASHI
KNOWS A GREAT
DEAL ABOUT MY
STRENGTHS AND
WEAKNESSES AND
THE DISPOSITION
OF MY MEN

AND IN RETURN
I KNOW NOTHING
ABOUT HIM



I APOLOGISE OYABUN.
IT WAS THE ONLY WAY
TO ENSURE YOU TREAT
MUSASHI WITH RESPECT.
HE IS NO KOBUN.

* LOW RANKING YAKUZA GANGSTER MD



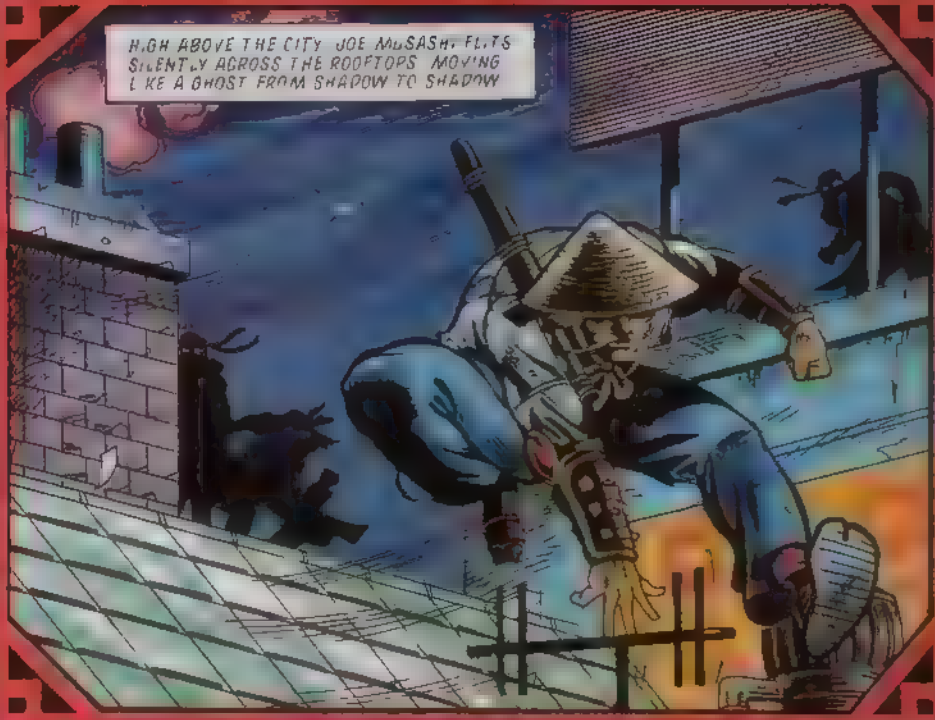
WE FOUR ELEMENTS
WILL BRING MUSASHI
BACK IN CHAINS



SOME OF MY MEN
WILL ACCOMPANY
YOU TO MAKE
SURE YOU DO!

NOW, GO AND
DON'T COME BACK
WITHOUT HIM!

HIGH ABOVE THE CITY JOE MUSASHI FLITS
SILENTLY ACROSS THE ROOFTOPS MOVING
LIKE A GHOST FROM SHADOW TO SHADOW



HE KNOWS HE DOESN'T HAVE LONG BEFORE
THE ELEMENTS AND THEIR YAKUZA
ALLIES COME AFTER HIM



WHAT?

BUNZO
SUBDUE
HIM



HAI, SENSEI!



LITERALLY TEACHER MD

HE HAS A
GOOD BUILD FOR
AN OLD MAN



I FEAR THERE'S MORE
TO HIM THAT MEETS THE
EYE, MY CHILD

HE'S SHINOBI!

NEXT ISSUE: ROOFWORLD!

NEWS Zone

Newsound: JJ Hunseaker.

NEPTUNE AND SATURN GO INTO ORBIT

Watch the skies! Two new Sega consoles will soon be hoving into view, taking game playing into a new dimension.

The first, still known only as **Project Neptune**, is the expected combination of the Mega Drive and Mega Drive 32X in one sleek-looking new box. No more sinister 'black mushroom' sticking out of the top of your Mega Drive!

Our pals at Sega are keeping quiet about the final name for the new unit (it's called the **Genesis 32X System** in the US). No exact release date yet either, but expect it around the Autumn, along with the amazing new 32X version of *Virtua Fighter*. Price for the **Neptune** should be under £200 for the base unit, although special bundle packs may take it a bit higher.

The **Neptune** will be able to run all current Mega



Saturn. How it'll look in the UK - sleek, black and packed w th power!

Drive carts as well as the expanding range of 32X games.

Running rings around the **Neptune** is Sega's much-heralded new 'super system,' the **Saturn** (these *humes and their little jokes!* - *Megadroid*). The **Sega Saturn** sports a nifty new black livery for the UK market (as opposed to the grey case of the Japanese model) and should be hitting shops around the UK in September. Start saving those pennies now because it will cost around £400.

The **Saturn** will only run CD-ROM based software produced especially for it. The cartridge slot shown in the picture on this page is only for special RAM carts that can be used to save game moves, levels, etc.

STC will be taking a closer look at **Neptune** and **Saturn** nearer their release dates. In the meantime, just keep watching those Sega stars!



Neptune: Mega Drive and 32X packed into one stealthy-looking box

TAILS PLAYS PICO

STARRING ROLE FOR MILES PROWER AT LAST!



Miles (Tails) Prower, pal of Sonic and STC superstar, is one of the first characters to appear on **Pico**, the first product from Sega's new toy division.

Tails & The Music Maker is one of five Storyware cartridges released with the **Pico** next month. In it, Tails teaches young children how to learn and have fun music through an interactive storybook.

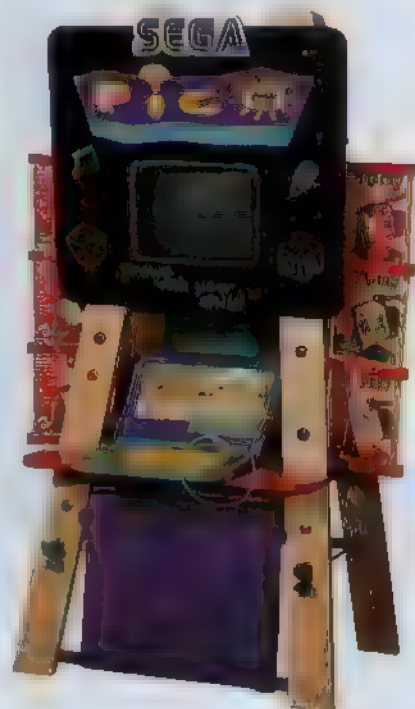
Pico is a 16-bit computer disguised as a brightly-coloured 'laptop-style' console, designed especially for children between the ages of three to seven. It plugs into a normal TV set and



Storyware carts plug into the top of it. Each contains a 6-page storybook, which, as the pages are turned changes the picture on the TV. With the aid of the drawing pad section of **Pico** and the attached 'magic pen', children can draw, animate and interact with their favourite characters in numerous ways. The pen can even be used on the storybook pages. Buttons on the **Pico** console can also be used to move characters and choose and cancel selections.

Another Storyware cartridge is *Ecco Jr & The Great Ocean Treasure Hunt*. A younger version of Ecco The Dolphin takes children on an interactive undersea adventure. Other characters appearing on **Pico** include Mickey Mouse and Winnie The Pooh.

Pico will be widely available from April with a retail price of £150. Storyware carts will cost £29.99 each.



GRAPHIC

Zone

He's back and he's proud! Yes, Tails has returned with a brand new story and to help celebrate, STC has devoted the Graphic Zone to that incredible fox. Well done to these artistic Boomers for such original portrayals of Tails - you'll each receive an original STC badge.



Tails - bored with his overcoat already?

Alan Warner-Grieve,
Sittingbourne, Kent.
Badge Winner.

Tails gets his skate (board) on!



Richard Gifford, Sherwood, Nottingham. MS owner.
Badge Winner.

Tails dresses for dinner!



Christopher Davis, Cleveland, Saltburn-by-the-Sea.
Badge Winner.

Tails is out!
Please send in
name and address
Badge Winner.



Tails ZONERUNNER

& THE BIG FREEZE PART 1



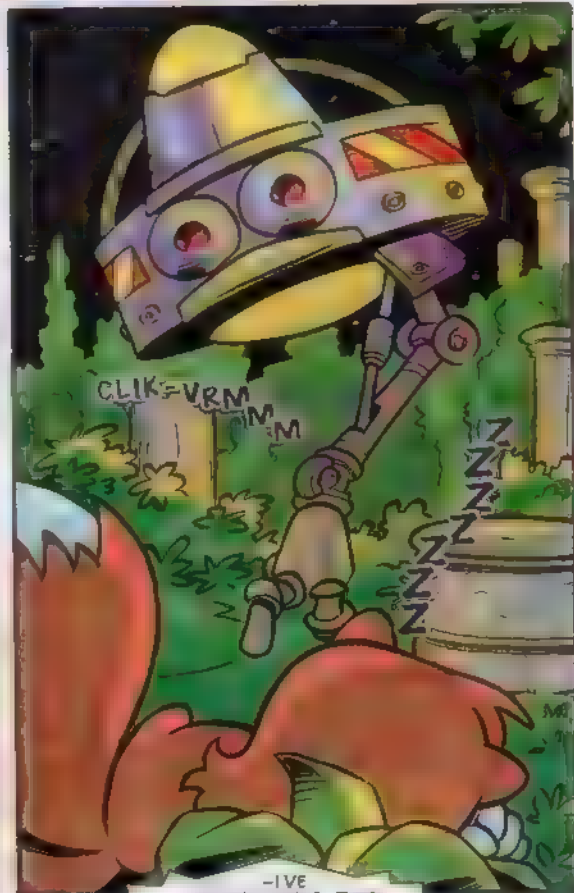
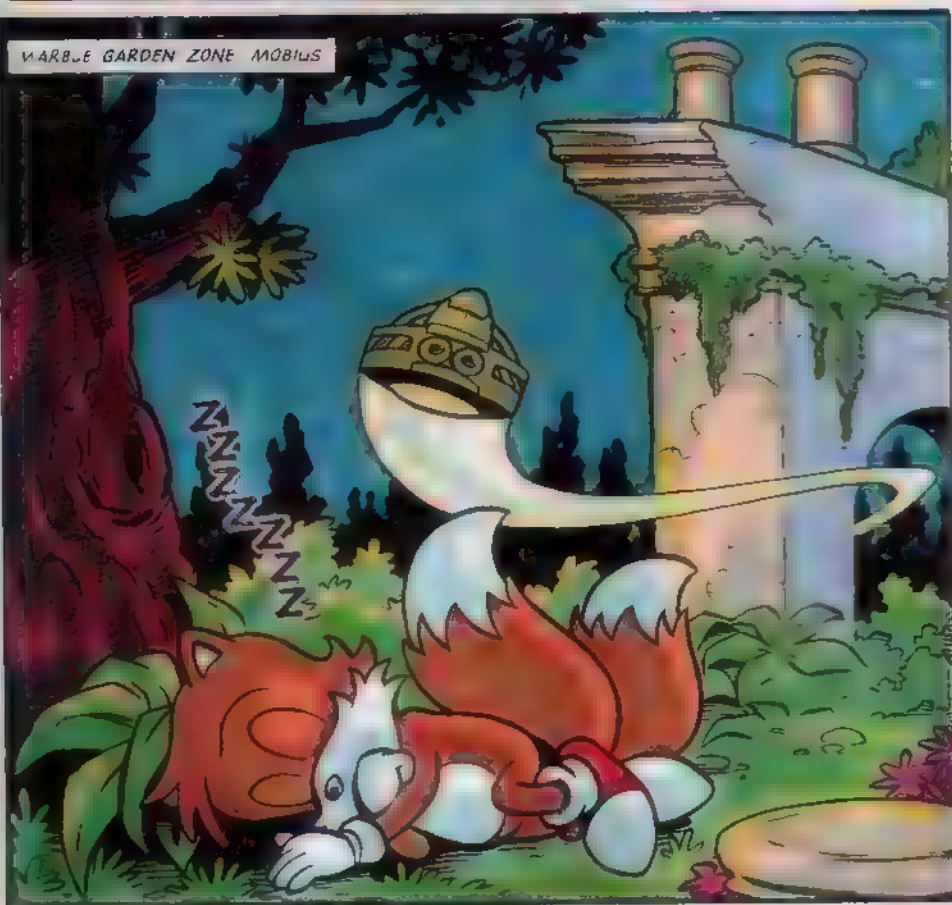
NEW STORY

Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

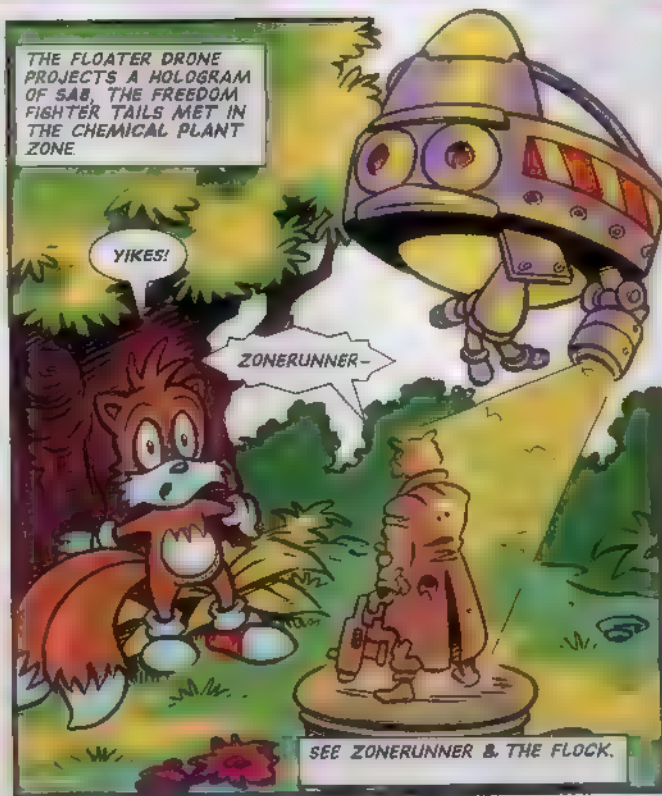
MARBLE GARDEN ZONE MOBIUS



-I'VE
PROGRAMMED THIS
FLOATER DRONE TO COME AND
GET YOU NUTZAN BOLT* WANTS
REVENGE YOU'RE N DEADLY DANGER
THE FLOCK** NEEDS YOUR



HUH?
WHO'S PRODD NG
ME? IS THAT YOU
SONIC? ARE YOU
BACK?



THE FLOATER DRONE
PROJECTS A HOLOGRAM
OF SAB, THE FREEDOM
FIGHTER TAILS MET IN
THE CHEMICAL PLANT
ZONE

YIKES!

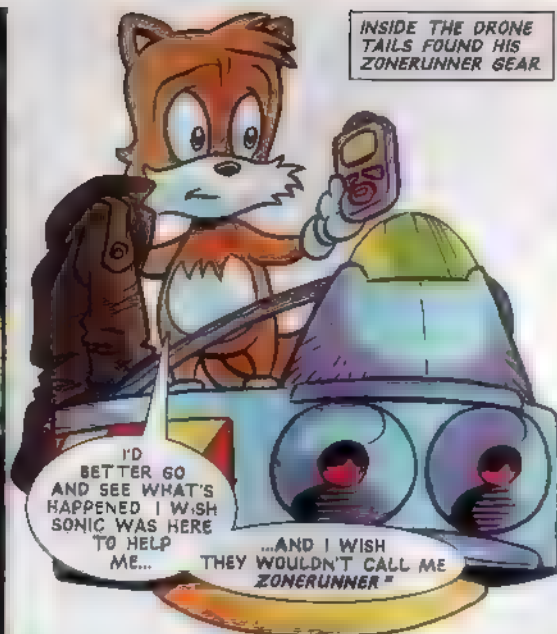
ZONERUNNER-

SEE ZONERUNNER & THE FLOCK.

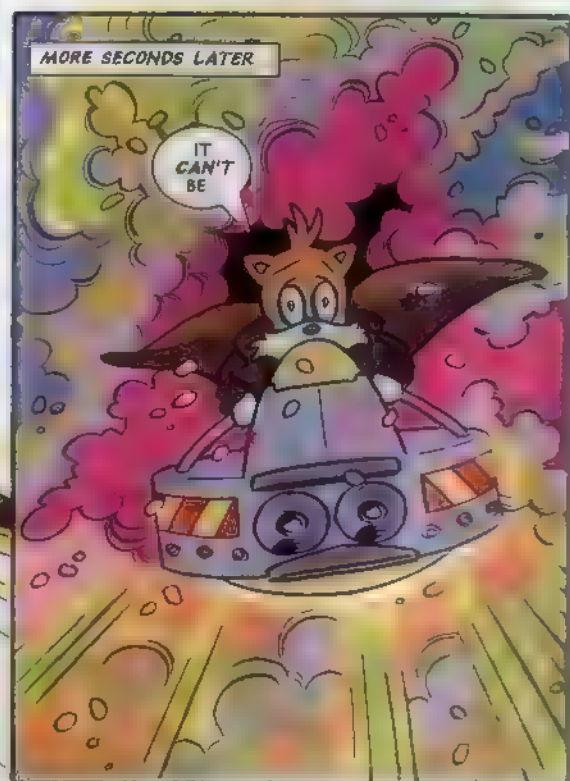
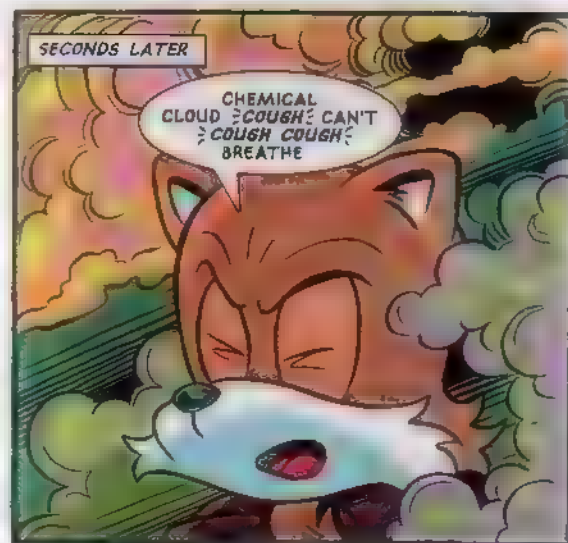
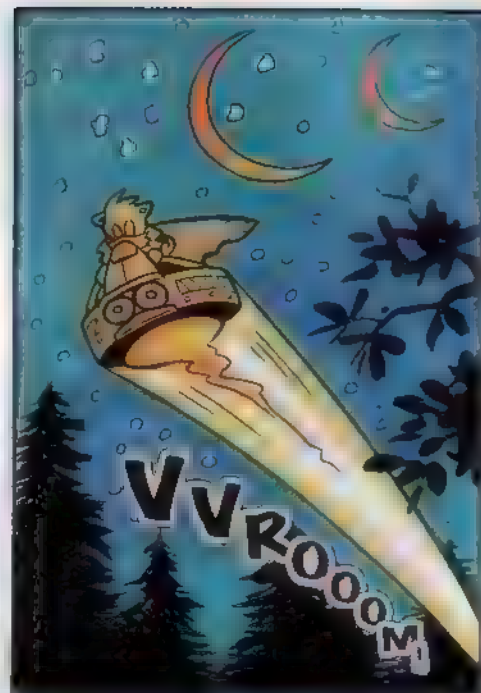


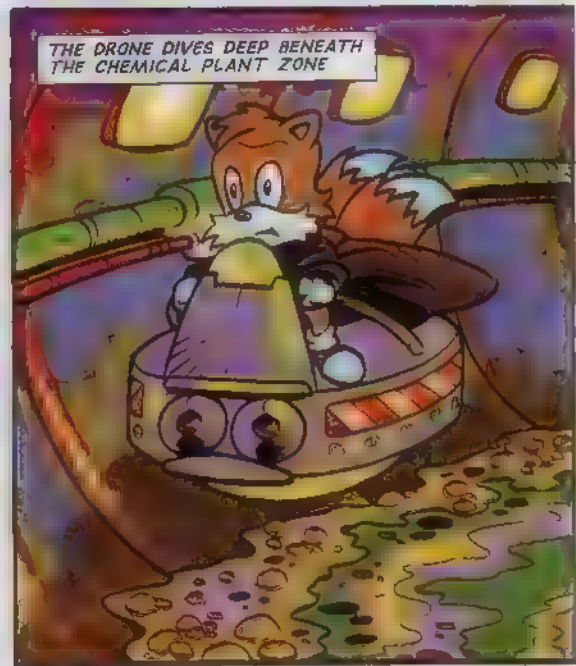
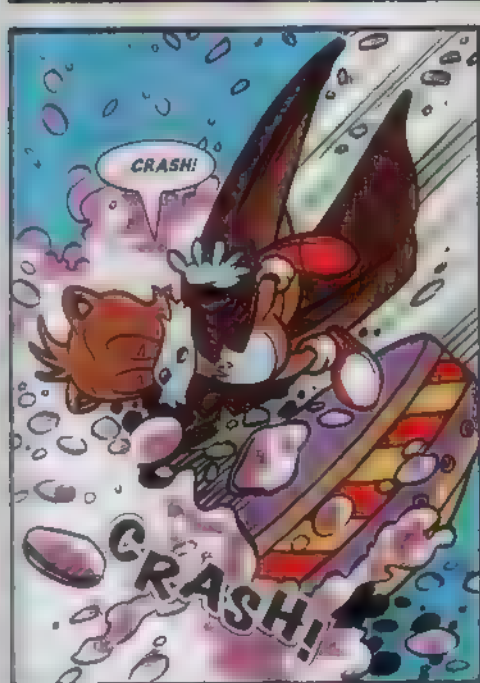
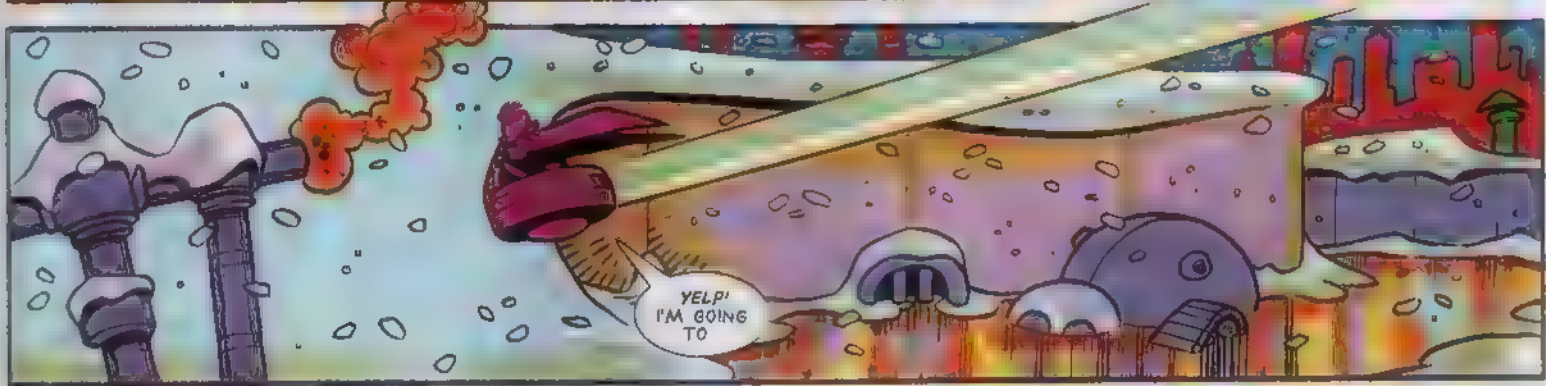
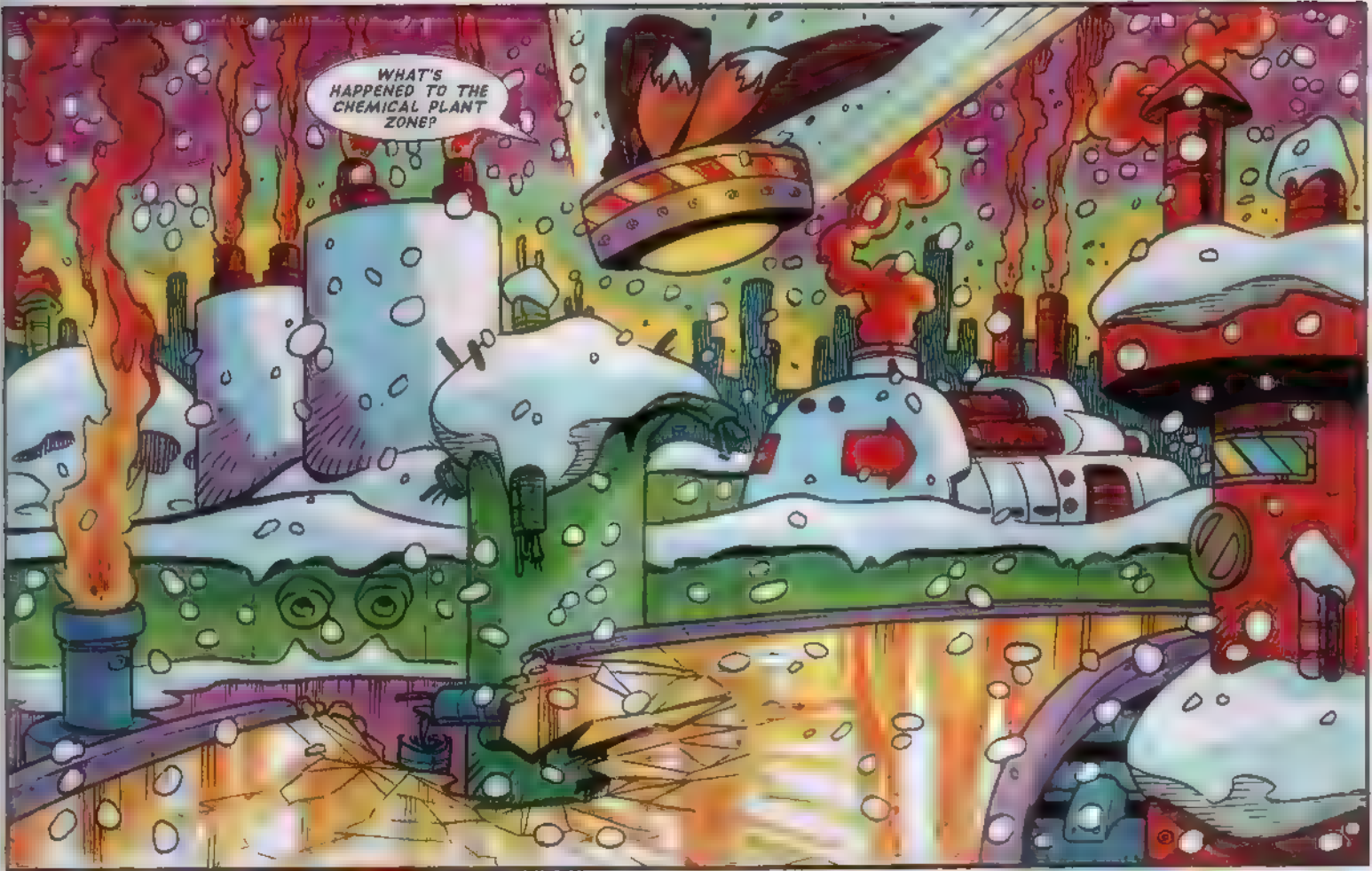
*THE ROBOT TAILS DEFEATED

**THE FLOCK IS A BANG OF FREEDOM FIGHTERS
IN THE CHEMICAL PLANT ZONE

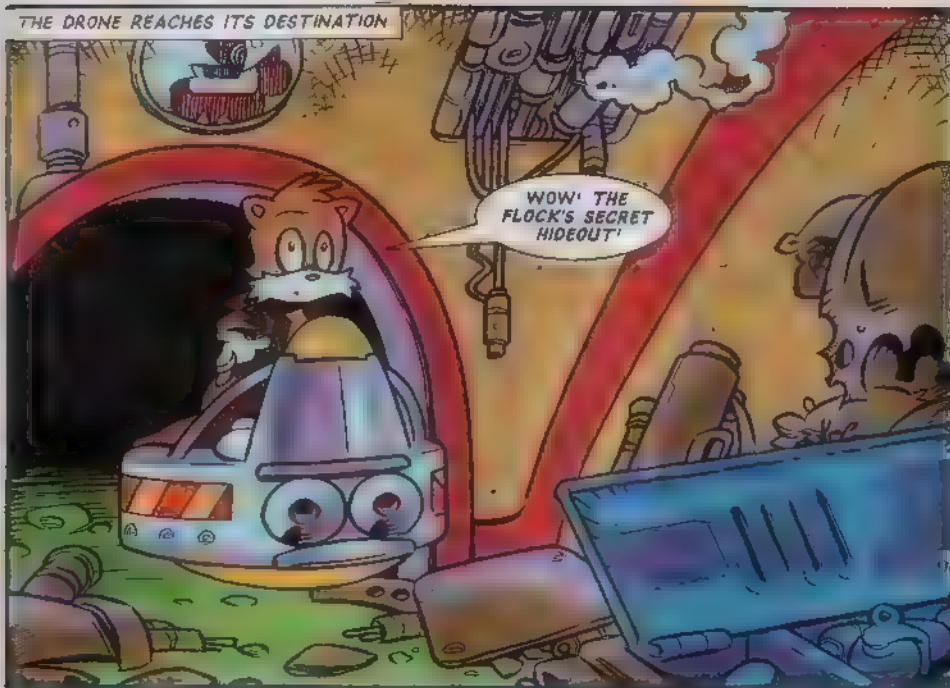


*LITERALLY, ONE WHO RUNS THE ZONES

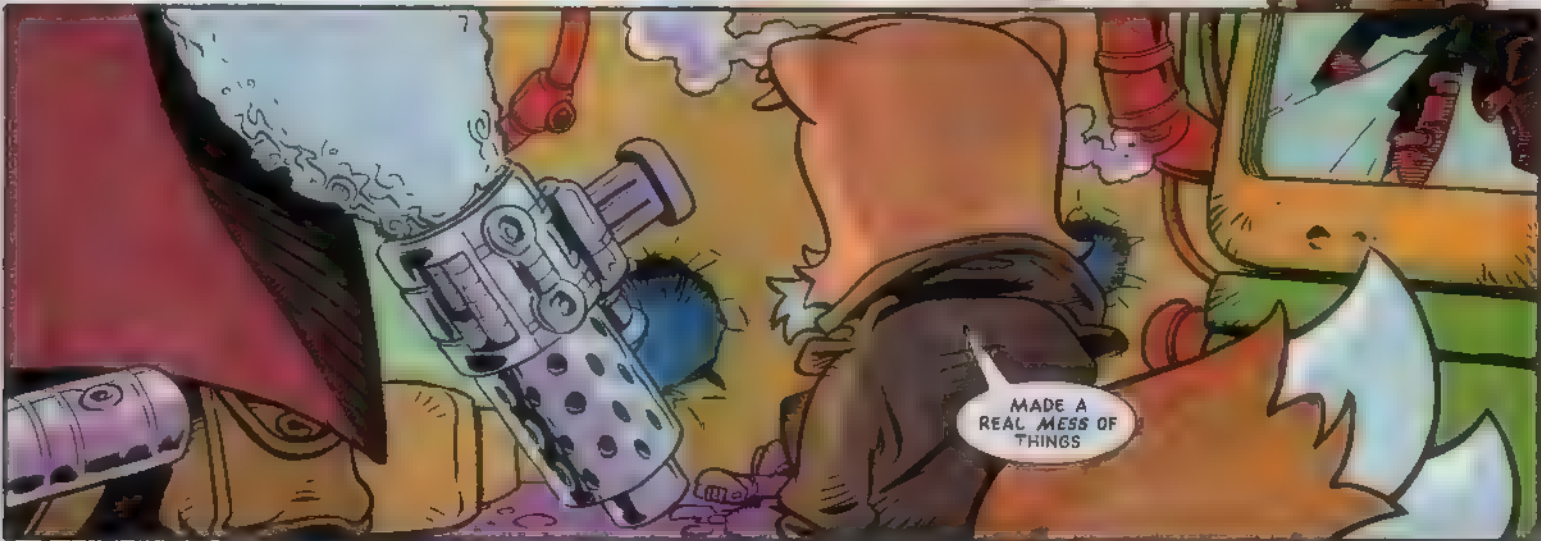




THE DRONE REACHES ITS DESTINATION



BUT
SOMETHING'S
HAPPENED LOOKS
LIKE A BOMB'S
GONE OFF
HERE!



NEXT ISSUE DEAD SHEEP DON'T TALK!

Q Zone

Here's a selection of cheats, brought to you Boomers by STC's own whiz-with-a-chip, **David Gibbon**. If you have a game query or question on how to help you complete your favourite game, drop a line to the Q Zone at the usual STC address.

Tips & Cheats

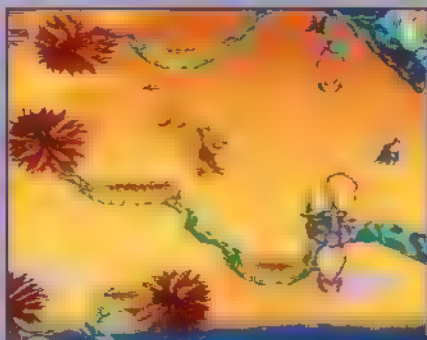
THE LION KING



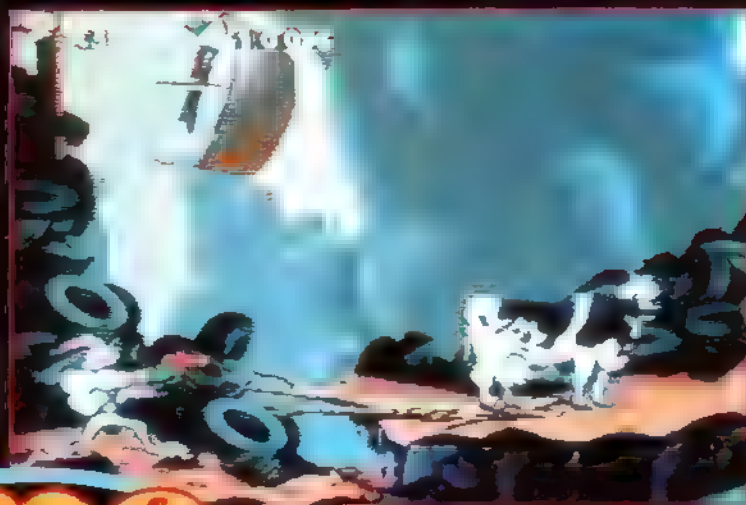
Following on from STC's recent two-part solution, Here's a cheat for all those Boomers who haven't managed to complete the **Lion King**. Not only does this cheat give you a level select option, but you

also get the chance to make yourself completely invulnerable.

To activate the cheat, from the menu screen, select Options. Go to the Sound Test and press Right, A, A then B on your joypad. Now, press Start and both options will appear.



EARTHWORM JIM



Coming from Dave Perry, the mind behind such hits as **Aladdin** and **Coast Spot**, you'd expect this to be something special. In fact,

Earthworm Jim proved to be a brilliant platformer, it containing a stack of original ideas and humour. However, it's a tough game to crack but the Q Zone is here to help with a nifty level select cheat:

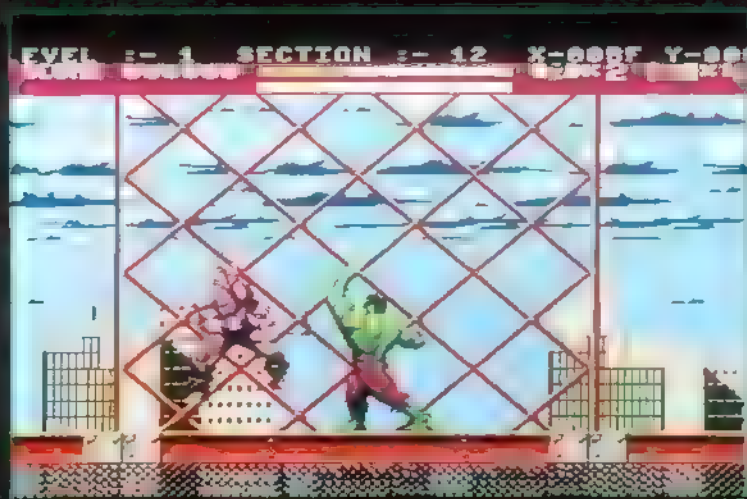
Start the game as normal, then press Start to pause. On your joypad, press A and Left, B, B, A, A and Right, B, B then A to get the cheat working.



THE INCREDIBLE HULK



The **Incredible Hulk** was something of a phenomena in years gone by, long before a certain blue hedgehog came

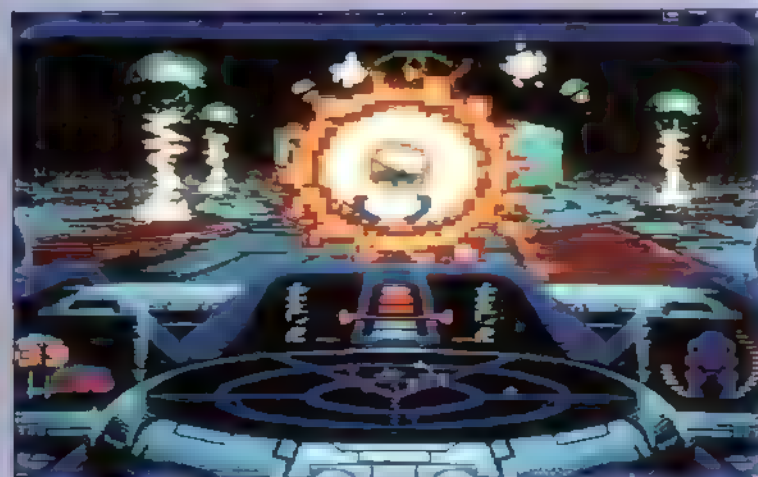


on the scene. The Hulk's speciality was turning green and ripping his shirts into shreds when he got mad. If the game has been causing similar problems for you, then this level skip cheat may well help cure you! Play the game as usual, then press pause. Now, press Up, Right, Down and Left. Unpause the game and lose all your lives. When you go back to start another game, you'll notice at the end of the intro screen, a black screen appears which features the level skip cheat. Yippee!

BATTLECORPS



Core Design have been regarded as the saviours of the Mega-CD after they came up with the stunning *Thunderhawk*. *Battlecorps* was a follow-up to that, and features some truly excellent graphics. If you've been stuck for a while, then fear not as a level select cheat is about to come your way! First, go to the Practice Mode and press pause. Then enter B, A, B, A, Right, A, C, Up then Start. The screen will flash to indicate the sequence has worked, then a map should appear back on the character select screen. This map allows you to select any level you wish to play on.



STORY BY
DANIEL KLEIN
ART BY
JAMES HAMILTON

CAPTAIN Plunder & HIS SKY PIRATES!

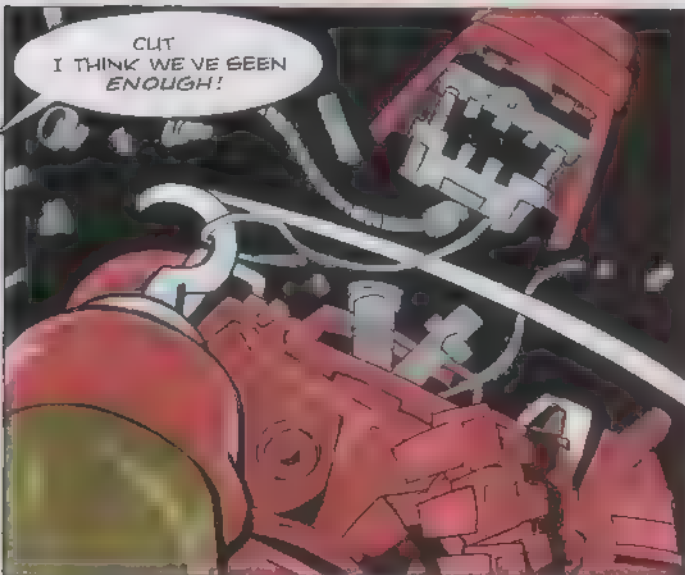


THINGS HAVE GONE A LITTLE WRONG
WITH CAPTAIN PLUNDER'S PLAN TO
ROB DOCTOR ROBOTNIK.

ALTHOUGH HIS PIRATES HAVE GOT
CLEAN AWAY WITH THE LOOT, THEY
ACCIDENTALLY LEAVE BEHIND
THEIR BELOVED CAPTAIN.



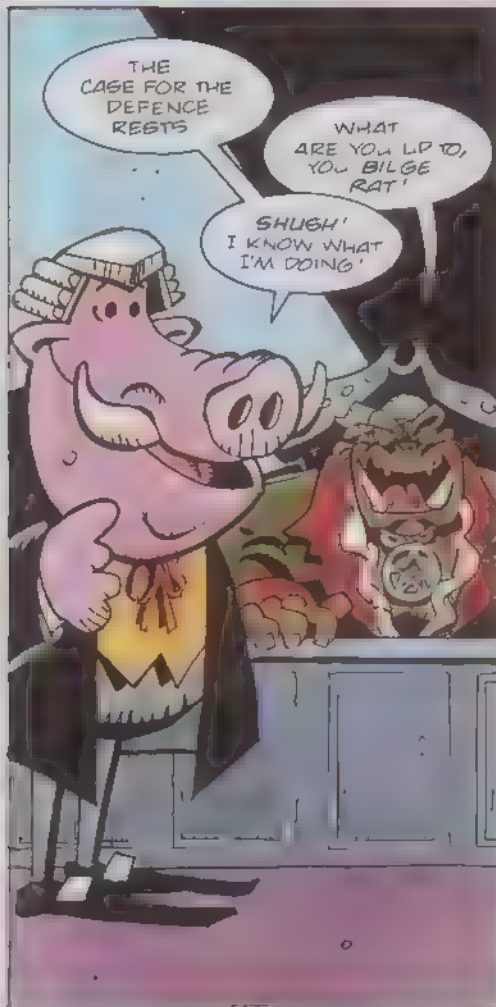
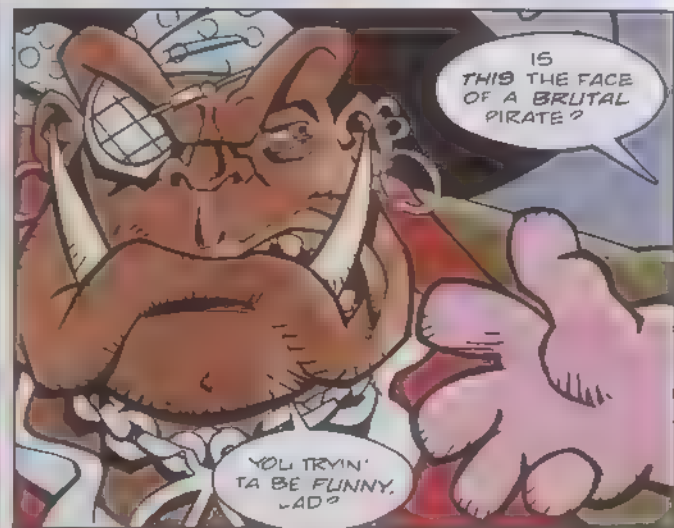
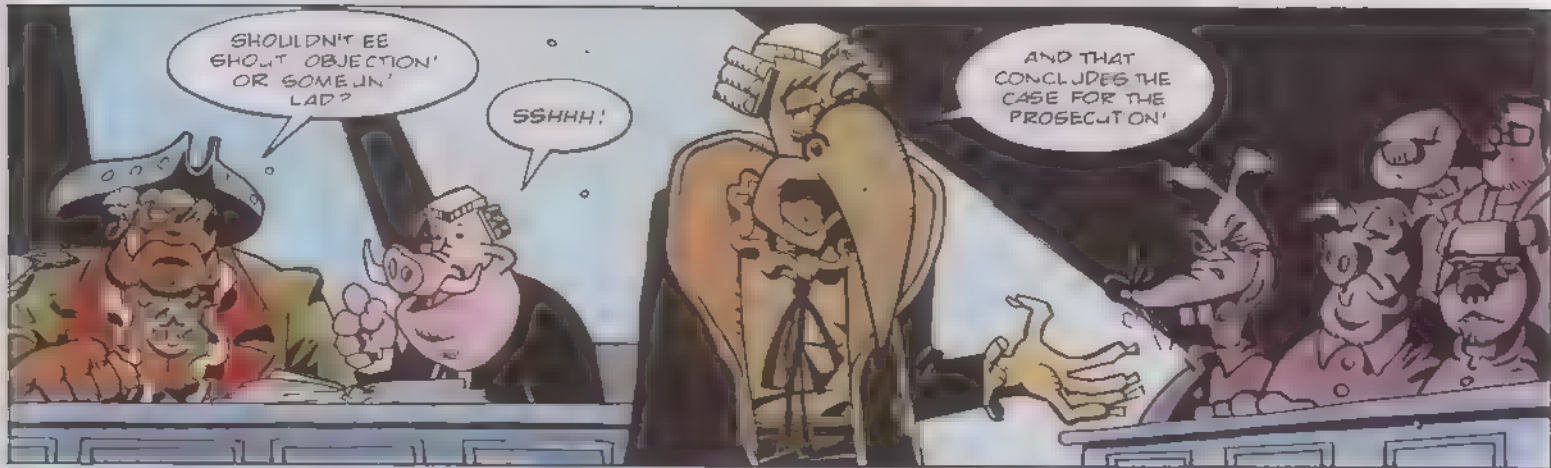
CLUT
I THINK WE'VE SEEN
ENOUGH!

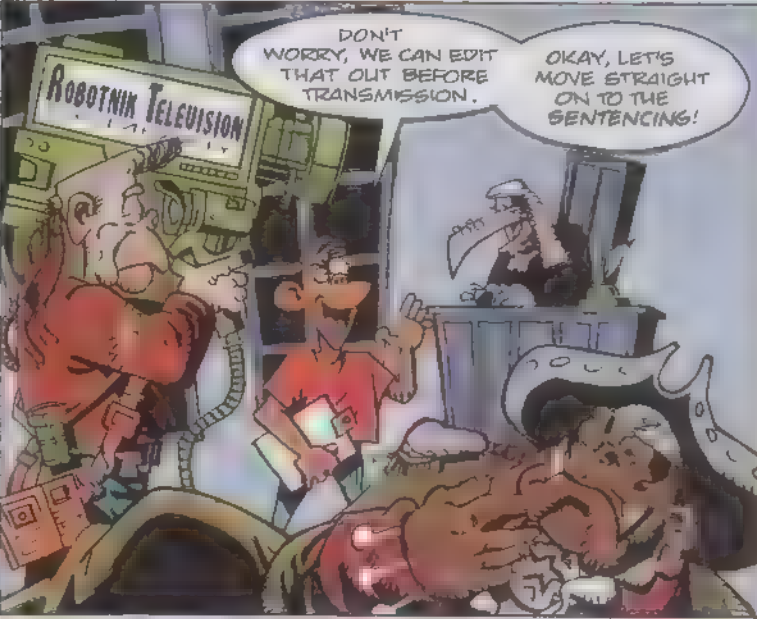
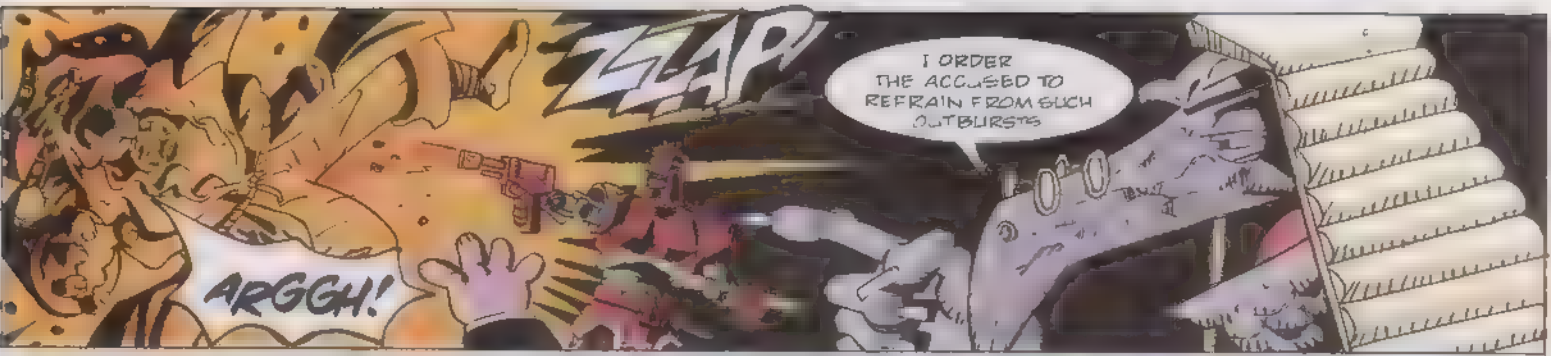


MEMBERS
OF THE JURY, I
GIVE YOU EXHIBIT
'G'

HE
WAS JUST
LUCKY!







CAPTAIN PLUNDER
HAS BEEN RESIDENT HERE FOR
JUST OVER A WEEK NOW AND WE'VE
JUST BEEN TOLD THAT HIS FINAL
APPEAL AGAINST HIS SENTENCE
HAS BEEN REFUSED.

AT LUXURIOUS
HIGHVIEW THE EMPHASIS IS
ON REHABILITATION RATHER
THAN PUNISHMENT. NONE OF
THE INMATES HERE HAVE
EVER RE-OFFENDED!

MAINLY
'CAUSE THEY
HANG THEM
ALL!

CLIT!

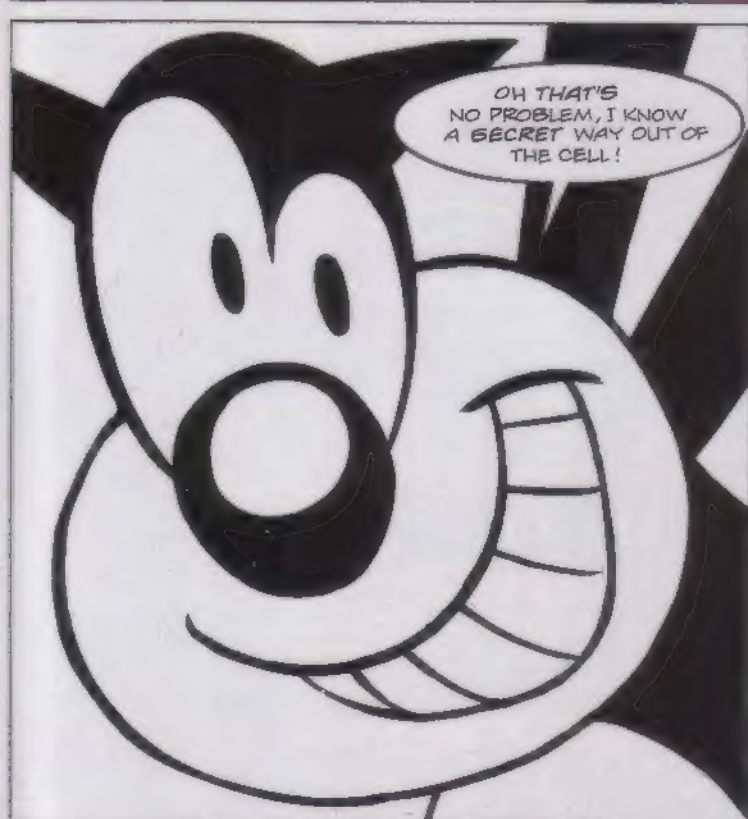
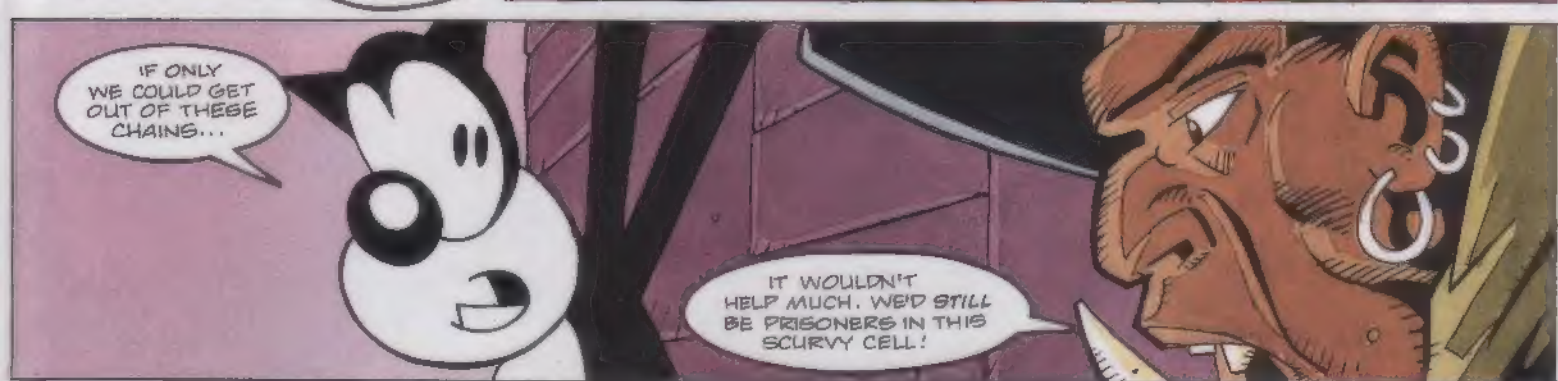
THE
HIGHVIEW
CORRECTIVE
CENTRE

INSIDE THE 'LUXURIOUS' HIGH-
VIEW CORRECTIVE CENTRE...

OKAY,
WHICH ONE OF YOU
SAID YOU WERE
THIRSTY?

NOT ME,
MISTER GULLETS,
SIR!





SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic steals Captain Plunder's thunder!

Gary Donaldson, Colthness, Scotland. Sonic Water Fun Game Winner.



Could it be ... yes, it's a Mightily Sonic Ranger!

Katy Knight, Wall Heath, W. Midlands. Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Gold Knuckle!

Dear STC,

Picture me on bended knee as I write ... please could you put more tattoos in STC, but this time including Knuckles?

Alex Medcalf, Redditch, Worcs. GG owner.

Sonic Water Fun Game Winner.



Get up now Alex. To help celebrate STC's 50th (Easter) issue, there'll be a set of gold and silver coloured tattoos, which will include Knuckles. In fact, there'll be even more terrific tattoos free with STC 51.

Out Of This Planet!

Dear STC,

When Sega release their new 32-bit CD console, the Saturn, will there be an adaptor available to enable Saturn's games to be played on Mega-CD, or could the Mega-CD be Saturn game compatible?

Thomas Gray, Belfast, N Ireland. MCD owner.

Sonic Water Fun Game Winner.



No, Tomo, Saturn games will only be compatible with the Saturn console. See the News Zone for an update on the Saturn and the Neptune.

New Order!

Dear Megadroid,

I can't believe it! There are five newsagents where I live, but not one of them sells STC. Could you please explain why as it's very frustrating.

Jamie Getcheffsky, Torquay, Devon. GG, MS & MD owner.

Sonic Water Fun Game Winner.



Even more reason to use the Reservation Coupon, Jamie, which will be included in the next issue especially for you.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0793 872267.



NEXT ISSUE...

GET YOUR HOOKS INTO ANOTHER EPISODE!

CAPTAIN PLUNDER!



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SONIC!

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TAILS!

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 48

OF **STC?**

%

